

VISIT...

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Tutor Teaching Tips

Hippo's Toothache (I)

MATERIALS

Leveled reader

Graphic organizer

Game cards;
Game board;
Markers

Leveled reader

Before Reading 3–5 minutes

BUILD BACKGROUND: Ask: *Have you ever had a tooth come out? How did it feel?*

PREVIEW THE BOOK: Show the child the pictures on the covers of the book. Read the title together. Ask: *Why do you think Harry Hippo is crying?* Without reading the book, look at each picture in the book and ask the child what might be happening in the story. After you look at page 7, ask: *What other animals do you think might try to help Harry?* Have the child look at the remaining pages to find out.

During Reading 10–15 minutes

Sit next to the child and read the book to the child. Have the child follow each word with his/her finger. Next read the book aloud and have the child read along with you. Finally, ask the child to read the book aloud by himself/herself. If the child reads a word that doesn't make sense, ask: *Did what you read make sense?* Have the child try to sound out any words he/she doesn't know. Ask: *What sound does this word start with? End with? What word makes sense here?* If the child still cannot work out the word, tell him/her the word. Ask the child to reread the sentence with the word and then continue reading the book.

After Reading 10–15 minutes

RETELL: Ask the child to retell the story. Prompt with questions such as: *What was Hippo's problem? Who tried to help him? How did the story end?* Allow time for the child to think about each question and respond. If the child cannot answer, help him/her find the answer in the book.

Guide the child to complete the graphic organizer. Have the child check the book to find the story elements.

READER RESPONSE: Ask: *What would you do if you had a toothache?*

Optional Activities

WRITING: Ask the child to draw a picture on the inside back cover of the book of one of the characters in the book that tried to help Harry. Ask the child to write a sentence about the picture.

VOCABULARY GAME: Place the cards number side down in a stack. Have the child draw a card, read the word, and name a word that means the opposite. Have the child turn over the card to check the answer. If the child is correct, he/she can move along the board the number of spaces on the card. Have the child place the card at the bottom of the stack. It is now your turn to draw a card. (Note: if the child suggests a word that is not on the back of the card but means the opposite, allow him/her to move on the board.)

Home Connection

Encourage the child to take the book home for practice.

Write Hippo's problem in this box.

Tell how the animals tried to help in this box.

Draw a picture to show how Hippo's problem was solved in this box.

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Leveled Reader



Game Cards (FRONT)

Hippo's Toothache (I)

early

morning

loudly

wrong

pull

out

come

big

back

fast

stop

quiet

happy

everyone

Directions: These game cards are two-sided. Print or copy back-to-back to make one set of cards.

Leveled Reader

 Game Cards (BACK)

Hippo's Toothache (I)

right

5

softly

5

night

2

late

3

little

1

go

2

in

1

push

4

loud

3

go

2

slow

3

front

4

no one

5

sad

3

Leveled Reader

Game Board

Hippo's Toothache (I)

